



witchers can claim to have fought a dhampir. The Vampire Hunters, a branch of the Eternal Fire Witch Hunters, have been known to deal with them, especially in cities. At least one dhampir was confirmed to be a victim of the Witch Hunts



## Myths vs Reality

- **Blood consumption:** The enduring myth of vampires needing blood to survive finds its roots not in true higher vampires, but rather in their lesser counterparts and the unintended consequences of dhampir biology. Unlike their pure-blooded progenitors, dhampirs possess a unique biological quirk. Due to their mixed heritage, dhampirs struggle to absorb certain vital nutrients from regular food and drink. This deficiency necessitates the consumption of blood, which provides the missing nutrients and allows dhampirs to maintain their health.
- **Eternal Youth:** The concept of eternal youth has long been associated with vampires, yet reality paints a different picture. This myth is perpetuated by two factors, the nature of true higher vampires and the unique aging process of dhampirs. While vampires possess a degree of immortality, they are not truly immune to the passage of time. True Higher Vampires, despite their immense power, do age, albeit at a significantly slower rate compared to humans and even witchers. This slow aging process manifests in various ways, not only by looking older, but with their physical prowess and other abilities potentially increasing over centuries (as seen with the Unseen Elders of the different tribes). And dhampirs, particularly those with elven heritage, present a more complex case. They inherit the youthful look from their elven blood, so when they reach adulthood they appear to not age. This can create the illusion of eternal youth for those who observe them. Both aspects contribute to the myth of eternal youth. Witnesses encountering a powerful, seemingly unchanged True Higher Vampire or a youthful-looking dhampir over extended periods might misinterpret this as a complete defiance of aging.
- **Extremely Pale Skin:** The myth of vampires having extremely pale skin likely comes from dhampir hybrids, since not all vampires (as seen with the True Higher Vampires present in the [Far South](#), for example) have that pale complexion. The paleness of skin in dhampirs is a result of their unique genetic makeup and the interplay of their vampire and human traits. This is especially noticeable in those with a higher concentration of vampire genes. Even dhampirs born from the union between a vampire and a human with dark skin usually show some resemblance of this paleness in their skin.
- **Fire:** Unlike True Higher Vampires who can recover from significant injuries at an accelerated rate, dhampirs exhibit a more "human-like" level of regeneration. This means they are significantly more susceptible to fire and other physical harm. The vulnerability of dhampirs to fire, coupled with the diverse weaknesses (among them, the already mentioned fire) of various

types of lower vampires, contributed to the widespread belief that all vampires can be destroyed by fire.

- **Garlic:** Dhampirs, due to their hybrid nature, possess heightened senses, particularly smell. This heightened olfactory perception can lead to a pronounced sensitivity to strong-smelling substances, including garlic and certain herbs like wolfsbane and nightshade. Exposure to these pungent odors can cause irritation to a dhampir's respiratory system and potentially trigger headaches or nausea. Since dhampirs are more common to found than True Higher Vampires (as they have more easy the blending in human societies), this aversion have been misinterpreted as a natural weakness for vampires, contributing to the widespread legend of vampires being repelled by garlic.
- **Holy Objects:** Dhampirs generally possess a similar resistance to holy symbols as full vampires. These objects hold no inherent power to harm or repel them. However, the impact of holy objects can be altered by external factors. Religious figures like priests or priestesses with specific knowledge of magic rituals can imbue these objects with additional power. Additionally, individuals with innate magical abilities ("Sources") can channel their energy through holy symbols, creating a more potent effect. While vampires are largely unaffected by such empowered objects, dhampirs, due to their hybrid nature may experience a degree of discomfort or even temporary weakness when exposed to them. This heightened vulnerability compared to their vampiric kin contributed to the misconception that religious symbols can harm vampires.
- **Hypnosis:** Hypnosis is not a common vampiric ability. Some dhampirs, particularly those with strong Alp heritage, might possess a form of hypnotic power.
- **Vampirism:** Dhampirs, like most hybrids, are sterile due to chromosomal differences, but they reproduce sexually. They are only able to procreate successfully with other vampires, resulting in offspring belonging to the partner species. The myth of vampirism comes from their bite. Since, when a dhampir bites a humanoid or other creature, they inject a unique enzyme complex. This complex alters the victim's physiology, triggering an intense craving for blood, creating a similar illness to alcoholism but with blood. This illness has been confused among scholars and common folk with the conversion myth of vampires.
- **Vampire Magic:** Vampire magic remains an enigma, a topic shrouded in mystery and speculation. While much of what's popularly attributed to "vampire magic" are actually unique abilities possessed by powerful vampires, both True Higher and lesser varieties, meaning that not all vampire magic relies on blood. The misconception that all vampire magic hinges on blood likely stems from dhampirs. These half-vampires, as already mentioned often possess a natural affinity for hemokinesis, the manipulation of blood. This rare form of magic bypasses the need to extract directly from the elemental planes, such as water in the case of blood, as blood is mostly comprised of water. Further complicating the picture regarding the question of vampire magic is a theory proposed by Deglan, founder of the [School of the Wolf](#) witchers in the 11th century. He posited that vampires might use blood to control monsters and those bound by "blood pacts". The "Beast of Beauclair's" ability to summon lesser vampires to help him offers some support for this theory, but it remains largely unproven.

## Physiology

Human appearances can vary depending on their vampiric ancestry, which may grant them other forms. Dhampirs, with the ability to channel Chaos, possess elemental magic and longevity akin to their vampire ancestors. However, instances of these hybrids are rare due to the lack of interest among vampires to interbreed with other species. Dhampirs are often disliked by other Higher Vampire races and are not typically considered part of their societies.



Dhampirs have a resistance to silver and sunlight, making it easier for them to blend in with human populations.

- **True Higher Vampire:** This variant is the most human-looking and powerful among Dhampirs, and also the rarest. They possess mastery over elemental and blood magic, making them formidable even to True High Vampires.
- **Alp or Bruxa Equivalents:** Usually born female, Alp-born Dhampirs have large, innocent-looking eyes and a powerful voice. In addition to elemental magic, they can perform animal-based polymorphy, although Bruxa-born Dhampirs are generally stronger in other aspects.
- **Mula Equivalents:** Typically born male, Mula-based Dhampirs are physically the largest among their kind, with rippling muscles and hardened features. They specialize in body enhancement magic.
- **Katakan or Nosferat Equivalents:** Their vampiric lineage is evident in a pronounced brow ridge, and their fangs are always present, leading them to often cover their mouths or speak rarely.

## Abilities

- **Dhampir Physiology:** As a **Dhampir**, one has the abilities of one.
  - **Blood Consumption:** **Dhampirs** can absorb (usually by ingesting) the blood of others for either sustenance, and regenerative purposes.
  - **Blood Empowerment:** **Dhampirs** becomes stronger, faster, more durable, etc. when they come into contact with blood, possibly unlocking abilities related to their magical affinity and enhancing their existing powers.
  - **Claw Retraction:** **Dhampirs** like their vampiric ancestors have a set of retractable claws in their hands and feet
  - **Fang Retraction:** **Dhampirs** like their vampiric ancestors possess a set of sharpened teeth called fangs.
  - **Humanity Retainment:** **Dhampirs** are considered whole, self-aware and capable of human emotion, empathy and connection rather than feral minded monsters.
- **Magic:** **Dhampirs** are capable of casting magic.
  - **Magecraft:** **Dhampirs** are able to cast traditional elemental magic and spells.

## Behaviors

The appearance and susceptibility of dhampirs to the addictive effects of blood depend on their vampiric parent's position in the hierarchy. Generally, the lower the parent is in the hierarchy, the less human-like the dhampir appears, and the more addictive blood becomes for them. For instance, dhampirs with Katakan heritage are particularly prone to losing themselves in bloodlust due to their susceptibility to its addictive effects.

Feeling like outsiders due to their ostracized status, dhampirs often struggle to find their place in the world. True Higher Vampire dhampirs, with their human-like appearance, might integrate more easily into human societies. However, they may still feel isolated due to their unique abilities, leading them to eventually become more reclusive. This tendency towards seclusion further fuels the myth of the "lonely vampire in its castle".

## Known Dhampirs

- Leandro of Kovir
- Riah
- Sorcha
- Sylthana
- Trish

- [Zada](#)
- [Zegrath](#)

## Trivia

- Some theorists have proposed that the pointy ears characteristic of alps could have been inherited from the first dhampirs on The Continent, similar to how dryads inherited certain elven characteristics after intermingling with the elves without losing their own traits.

## Notes

- **Dhampirs** are free to use in stories and articles, all I ask is that you honor the lore present and if you make one add their name and a link to this page.

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